

Amendments to the Specification:

Page 2, lines 10-26, replace the paragraph with the following amended paragraph:

One solution as disclosed by S Casner and V Jacobson, "Compressing IP/UDP/RTP Headers for Low-Speed Serial Links", RFC2508, <ftp://ftp.isi.edu/in-notes/rfc2508.txt> is to compress the RTP/UDP/IP headers. A protocol is defined to compress and decompress the headers, and a reduction to between 2 and 5 bytes can be achieved. However, a major disadvantage is that if a compressed packet is lost it must be re-transmitted and the provision of an error-recovery facility is essential, and therefore the round-trip-time must be short if quality is to be maintained. Further, for many radio networks in which the radio bearer capacity is designed for circuit voice service so the link layer PDU size is designed to match voice payload, it is difficult to put even 2-5 more bytes into one Medium Access Control (MAC) block, so that one voice frame with its compressed header may have to be transmitted in two MAC blocks, requiring extra radio resource or there may be loss of voice quality; yet again, handover may change the compression/decompression point in the network, requiring the compression state to be re-established, which needs a CONTEXT_STATE message then a FULL_HEADER packet to be sent, which causes delay and packet loss.

Page 2, line 28, through Page 3, line 4, replace the paragraph with the following amended paragraph:

In S Petrack, Ed Ellesson, Framework for Compressed RTP, Preliminary IETF draft, presented on rem-con mailing list. Feb 1996, <http://www.mbone.com/lists/rem-conf.1996Q1/0259.html>, it is suggested that the two time related fields (RTP sequence number and timestamp) can be compressed using a 1-byte "timeclick" number and a separate RTP session control is suggested to signal the static parts of the headers out of band, but no details are given of how to achieve this.